

INSTRUCTION BOOKLET

BOMBERMAN LAND



Rising Star Games



WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP® systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP® systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP®Game in their PSP® system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP® system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP® system Instruction Manual.



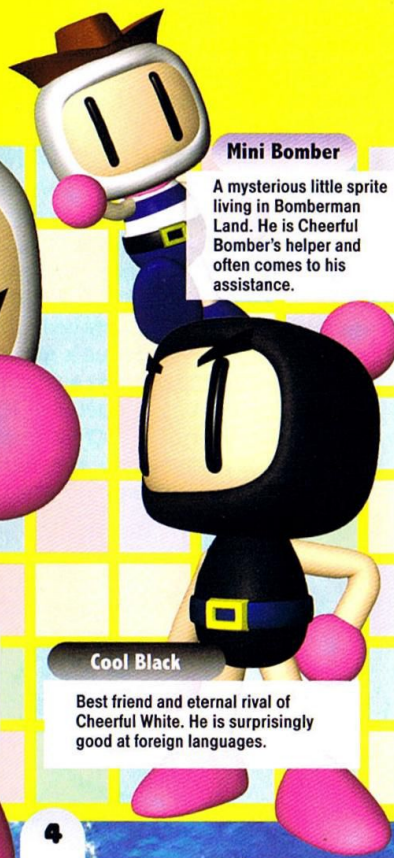
Adventure, Minigames & Multiplayer Action

Contents

Story.....	4
Controls.....	6
Starting the Game	8
Game Modes	9
Bomberman Land	10
Starting Bomberman Land	11
Playing in Bomberman Land.....	12
Land Facilities	14
Using the BOMB PAD	16
Battle Game	18
Battle Basics	23
Sharing	24
Collections	26
Options.....	27

Something has gone world's largest theme

Cheerful White and his friends normally spent every day happy and having fun. That is, until they one day received a frightening letter from the Director of Bomberman Land. It looks like something terrible has happened. Cheerful White and friends immediately headed for Bomberman Land. But their airplane experienced a slight accident...!



Cheerful White

Having collected all of the pieces, he was bestowed with the title Piece King. Cheerful White is working hard to save Bomberman Land!

Cool Black

Best friend and eternal rival of Cheerful White. He is surprisingly good at foreign languages.

Mini Bomber

A mysterious little sprite living in Bomberman Land. He is Cheerful Bomber's helper and often comes to his assistance.

terribly wrong in the park, Bomberman Land!



Giant Gold

Giant Gold is the leader of Team Gold. He's a rough kind of guy but possesses a lovable personality.

Team Gold



Cute Pink

Cute Pink is the idol of Cheerful White and his friends. She is a bit selfish at times but kind through and through.



Bookworm Green

Bookworm Green is very smart but perhaps just a tad gullible. Will his calm analysis help Cheerful White and crew?



Kid Blue

Kid Blue is the joker of Team Gold - he loves anything fun but doesn't seem to do well with difficult problems.

Controls

Bomberman Land Menu

L Button

As you progress through the game you will be able to warp to other zones using the **L** button when you are in the field.

R Button

Different icons will appear when you press the **R** button in the field (page 12).



Directional buttons Analog Stick

Toggles between menus. Allows you to move your player around.

SELECT Button

Not used.

START Button

Starts the game. Pauses the game and displays the pause menu.

○ Button

Used to cancel menus.

× Button

Selects menus. If pressed when you are above a field icon, allows you to enter that place. Also used to send messages.

□ Button

Toggles the Guideline displayed in the field between displayed, translucent and not displayed.

△ Button

Opens the BOMB PAD screen in the field.

Attraction Controls

Controls vary for each attraction. You can find out about the controls for each attraction before that attraction begins.



Controls

Battle Game

L Button

Displays the Set Items screen during Set Rules.

R Button

Displays the Handicap Settings screen during set rules.



Directional buttons Analog Stick

Toggles between menus. Allows you to move your player around.

SELECT Button

Not used.

START Button

Displays the pause menu. Pressing the start button again at the pause menu returns you to your game.

○ Button

Cancels menus.

× Button

Selects menus. Sets bombs. During Revenge, throws a bomb to where the cursor is.

□ Button

Not used.

△ Button

Stops kicked bombs when you have the Bomb Kick power-up.

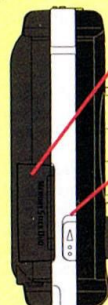
Memory Stick Duo™ slot

Slot for Memory Stick Duo™ and Memory Stick PRO Duo™.

WLAN switch

Used with Sharing and Battle Game.

Left side of unit



Starting the Game

Insert the "Bomberman Land" PSP®Game disc into your PSP® (PlayStation® Portable) system and slide the POWER/HOLD switch up. The title screen will appear. Press the START button at the title screen and the top menu will appear – press the directional button or analog stick up or down to highlight the mode you would like to play and then press the X button to select that mode.



The title screen. Press the START button to display game modes.



The Top Menu Screen. Highlight the mode you want to play and select it with the X button.

Selecting a Mode and Saving

You can select from four modes in the top menu screen. Highlight a mode with the directional buttons or the analog stick and select it with the X button. Pressing the O button will allow you to return to the title screen.

In order to save your progress in Bomberman Land, you must have a Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 128 KB of free space. Please make sure that you have enough free space on your Memory Stick before playing.



There are four playable modes. See the next page for information about each mode.

Game Modes

Bomberman Land

Page 10 ▶

The main mode – return the chaotic Bomberman Land to its original state by collecting Pieces! Explore Bomberman Land with Cheerful White and his friends.



Battle Game

Page 18 ▶

Enjoy a fast-paced and exciting bomb-a-thon with up to four players! You can also battle against friends to which you've sent a battle game in Sharing mode.



Collections

Page 26 ▶

In this mode, you can enjoy the attractions, items and music that you collected in Bomberman Land. You can play the attractions you've cleared and enjoy beating your highest score.

Sharing

Page 24 ▶

You can share Battle Games and attractions in Sharing mode. You can compete with others in battle mode using your PSP®'s WLAN function (Ad Hoc mode).

Options

Page 27 ▶

The Options menu allows you to change various settings in Bomberman Land, such as music/sound effect volume and message speed. You can also load Saved Data from this menu.

Bomberman Land

Restore the chaotic Bomberman Land to its original state

Save Bomberman Land!

This is Bomberman Land: the enormous theme park where Cheerful White once collected all the Pieces and was named "Piece King". But that all changed when Bomberman Land was reduced to a shambles!



A large part of Bomberman Land has been submerged in water.



The land will gradually return to normal as you collect Pieces.

Viewing the Screen

New Mail

This icon appears when you have new mail.

Location Name

Name of the location you are currently in.

Bom

The total amount of Bom (money) you currently have. Bom is displayed when you stop moving for a moment.

Guideline

The guideline indicates the places where Cheerful White can travel to. You can display or hide the guideline by pressing the ☐ button.



Icons

Icons appearing in the field indicate pieces/actions at a certain location.



Starting Bomberman Land

Choose Bomberman Land from the top menu and you will then be able to either start a New Game or Continue. Select New the first time you play in Bomberman Land. If you choose Continue, select the data you would like to load.



Toggle between menus with the directional key or the analog pad and make your selection with the X button.

Name Entry

If you choose New Game, you will be asked to enter your name after a cutscene. Highlight letters with the directional buttons or analog stick and press the X button to input them. Press the O button to delete a letter at a time if you make a mistake.



Select lower case or CAPS to switch between the types of letters you can input.

Objective of Bomberman Land

The objective of Bomberman Land is to restore Bomberman Land to its original state by collecting pieces. Explore the remaining areas, help the people of Bomberman Land recover their memory and enjoy a variety of attractions. The field will gradually be restored as you collect pieces, allowing Bomberman Land to regain its former glory.



Bomberman Land seems deserted when you first arrive.



It will start to look magnificent as you collect pieces!

Playing in Bomberman Land

Bomberman Land is a vast theme park which contains five zones. Shortly after beginning your quest Bomberman Land is a bleak wasteland but the number of new places you can explore will increase as you collect pieces.



Start out by talking to different people. Gather information and collect pieces!

Viewing the Screen

Cheerful White moves around the field along a guideline. Press the $\times$ button when an icon appears where Cheerful White is standing to enter a place or to enjoy an event or attraction. There may also be times when you encounter a mysterious puzzle...



Press the $\times$ button to enter an area next to which an icon is displayed.



Display all the icons on the map by pressing the $\square$ button.

Field Icons

In most cases, a number will appear which tells you the number and colour of pieces that can be earned in a particular spot. Other icons which may appear include an "OK" which indicates an event. The OK icon indicates that an area has been cleared.



This icon will appear most of the time, indicating the number of pieces that you can get. You will not be able to get those pieces until you fulfil certain requirements.



Events and shops. Help the staff regain their memory!



Cleared spots. An OK icon will appear indicating that you can collect pieces or an event is over.

Events and Attractions

The Bomberman Land staff have lost their memory due to some sort of accident. Coming into contact with staff members will allow you to speak to them – select a topic of conversation with the directional buttons or analog stick and then press the $\times$ button to speak to them. Succeeding in conversation will allow you to earn pieces and play in attractions. Playing in attractions and getting high scores will earn you pieces.



A staff member who's lost their memory. Help the staff regain their memory by talking to them!



An attraction. Ask the staff for information on controls and how to play.

Pieces and Area Gates

There are devices called Area Gates on most of the coasts in Bomberman Land. You will be able to restore part of the land that has been erased if you visit the area gates with certain pieces. Explore the new land that you've restored!



Visiting area gates will tell you which pieces are necessary to recover land.

Field Shape

There is more than one shape that Bomberman Land can take on when restored with area gates. You may be able to create land of different shapes depending on how you play.



You can shape Bomberman Land a variety of ways depending on how you play.

Land Facilities

There are many different facilities in Bomberman Land, including attractions. If you visit an area and there is nothing there, try going back later – something important may be waiting for you there!



A mysterious cave. Who knows what's inside!

Information Desk

You can receive an Easy Pass from the Information Desks found in each zone. You can lower the high score for an attraction with the Easy Pass. Try using it in an attraction that you're having trouble with!



Regardless of the zone you are in, there is always an information desk to help guide you through Bomberman Land.



You can receive as many Easy Passes as you like.

Attractions

Attractions are the central facility in Bomberman Land. There are many different kinds of attractions and getting the high score will earn you pieces. Play in many different attractions and collect many pieces! You can ask the staff about the controls and rules for each attraction before you begin to play.



Learn how to play by selecting "Ask for an explanation".



While playing, you can give up by pressing the START button.

Shops

Buy many different items with Boms, some of which are necessary for solving puzzles you will encounter in Bomberman Land.

Boms can be earned by playing in attractions or the casino.



Shops have many different items for sale.

Area Gates

Area Gates are used to restore new areas in Bomberman Land. Each area gate icon will display the pieces necessary to restore the corresponding land – add more land for your adventure by bringing pieces to the area gate!



Some gates also require that you spend Boms.

Tons of other facilities too!

There are many additional facilities in Bomberman Land such as a Hotel/Casino. If the area guide indicates that you can travel to a place, first go and check it out, then head back there once in a while when you think it can help you out.



The casino. Great place to rack up Boms but losing could leave you Bom-less.



There are also places blocked by strong rivals. Challenge them in the attractions!

Using the BOMB PAD

Pressing the $\triangle$ button in the field will allow you to use the BOMB PAD. The BOMB PAD is very important as it allows you to save your game and view clues for collecting pieces.



Select a menu and press the $\times$ button.



Pieces

You can check the Pieces you've collected from this menu. Toggle between Piece colour by pressing left or right with the directional button or analog stick. You can also press the $\times$ button to view hints for collecting each Piece. Select the number for the Piece you would like to view with the directional button or the analog stick.



Mail

You can check your new mail from this menu. Select the mail you would like to read with the directional button or analog stick and press the $\times$ button to display that mail. For longer mail, use the directional button or analog stick to scroll up and down.



Bombnet

In the Status screen you can check the total number of pieces you've collected as well as your play time. With Change Name you can change Cheerful White's name.



The status screen. There are 150 Pieces in total



The Change Name screen. You can change your name at any time with this menu.



Inventory

In the Inventory menu you can check items that you've received from events or the shop. Of particular importance is Outfit – there are prizes you cannot receive and areas you cannot go to if you are not equipped with certain items. Remember this point about your outfit!



Outfit

Change into items you've received. Decide the area of your body you would like to equip and then select an item.

Items

Check the items you've received. Toggle between groups of items by pressing left or right with the directional button or analog stick.

Music

You can listen to music you've received from this menu. Select the music you want to listen to and press the $\times$ button to play it.



Options

In Speed you can change the text display speed between three different levels. In the Sound screen, you can adjust the volume for both music and sound effects.



The Sound screen. Select music or sound effects and then press left or right with the directional key to adjust the volume.



Save/Quit

You can save your game by selecting Save. Select the spot you would like to save your game to and then press the $\times$ button to save. You can return to the top menu screen by selecting Quit.



See page 8 for more information about the empty save slots necessary to save your game.

Battle Game

Up to four players can engage in a heated battle using PSP® system's WLAN function (Ad Hoc Mode).



Fight with Bombs

This is the fast-paced, bomb-fighting battle mode that you know so well. Select Battle Game from the main menu to play.



The main menu. Select Battle Game from this menu.

Up to four players can enjoy battle mode using the PSP® system Wireless (WLAN) function (Ad Hoc Mode).



You can also battle against opponents using Sharing.

Viewing the Screen

Number of Wins

Displays the current number of wins and the number of panels.

Time

The remaining battle time.

Soft Block

Soft blocks can be destroyed with fire. Destroying these blocks may release item panels.

Bombman

The character you are playing with. You will lose if you come into contact with fire.

Item Panel

Grabbing an item panel will give you a power up or power you down.

Bomb

A bomb that has been set. The bomb will explode and release fire after a certain amount of time.

Fire

The fire from a bomb that has exploded. Players coming into contact with this fire will be defeated.

Hard Block

Hard blocks cannot be destroyed with bombs.



Player Select

Highlight the player you would like to play with the directional button or analog stick and press the $\times$ button to select that player. The next screen will ask you to select a tile pattern. Choose a pattern and press the $\times$ button to select. You will then advance to the Rule Selection screen.



You can also set computer strength.

Connection

Press the $\square$ button in the Player Select screen to begin a connection battle. Prior to doing so, set the PSP® WLAN switch to the ON position. The first player to begin communication within the communication range will become the host (White Bomber) and players thereafter will become, in order of connecting, the Black Bomber, Blue Bomber and Red Bomber and will be registered to the host. The host player must press the $\times$ button once all participants have been registered. You will then progress to the Select Mode (page 20) screen. This and all setting selections thereafter can only be made by the host.

If you start a connection when four players are already participating, you will become the new host and the other players will participate with you as guests.



Starting a connection. Once characters have been assigned based on participant order, the host (White Bomber) will be the only person who can make setting selections.



The host must press the $\times$ button after all players have been registered and continue to make all the following setting selections. The guests must wait for the host to complete game setup.

Players receiving the Battle Game with Sharing (page 24) can also participate in a connection battle. In this case, players receiving battle games through sharing can become the hosts of shared Battle Games and can hold 4-player battles only through shared Battle Games.

Select Mode

There are five different battle modes each of which has different rules and conditions for victory. Press up or down with the directional button or analog stick to select a mode and press $\times$ to decide. You will then proceed to the select stage screen.



There are five playable modes in total.

Normal Battle

Win by defeating rivals with the blasts from your bombs and being the last player standing.



Star Battle

Collect star panels and win by being the player with the most star panels when time is up.



Point Battle

Collect points by defeating your opponents and win by being the player with the most points when time is up.



Crown Battle

The first player to touch the crown placed somewhere in the course wins.



All-Out Battle

A random battle is chosen and special rules are applied. This rule will test your true strength.

Select Stage

There are 47 total battle stages to choose from. Press left or right with the directional button or analog stick to select a battle stage and press $\times$ to decide. You will then proceed to the set rules screen.



Stage traps will vary depending on the stage you select!

Set Rules

You can select the battle rules which will be used from this screen. Press up or down with the directional button or analog stick to select a rule and then press right or left to change rule parameters. Pressing the $\times$ button will take you to the rule confirmation screen. Pressing the $\square$ L and $\square$ R buttons can adjust additional settings (page 22). The number of rules that can be changed is different for each battle mode.



See the chart below for an explanation of each rule.

Rule	Connection
Wins	Set the number of wins and the first player to win that many.
Time	Time limit. The game will end in a draw if Sudden Death has not been selected.
Sudden Death	If selected, pressure blocks will gradually appear and make the stage narrower 30 seconds before time runs out.
Revenge	Allows you to throw a single bomb from outside the stage once you have been defeated. Move the cursor with the directional button and press the $\times$ button to throw the bomb.
Position	Set start position to a particular spot or to random.
Skull	Turning this rule on will allow skulls to appear. Various ailments will affect a character if they pick up the skull panel. Any effect of the skull panel will wear off after a certain amount of time.

Sharing



Share your favourite attractions and battle games with your friends and have fun playing against them!

Sharing in Ad Hoc Mode

The WLAN function (Ad Hoc mode) can be used to share games. Set the PSP® system's WLAN switch to the ON position before running this mode.

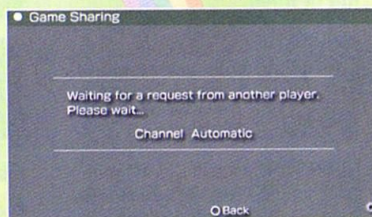


Sharing from the main menu to access this mode.

Battle Game

The Battle Game and Attractions can both be shared in this mode.

To share the Battle Game, select Battle Game from the Sharing screen and press the $\times$ button. If there are players nearby that can receive the game, sharing will automatically begin. Press the $\bigcirc$ button to end sharing. Once received, players can go head-to-head in the battle game (page 19).



The screen shown when sending a game. A game can be shared with four PSP® units at once.



The screen shown when receiving a game. The received game can be erased by pressing the HOME button or by turning off the power on your PSP®.

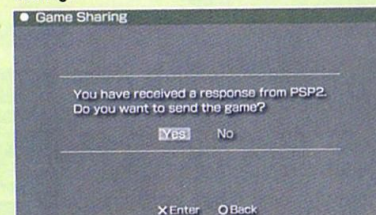
Attractions

To share Attractions, select Attractions from the Sharing screen. You must then select which attraction to share. Select the attraction you would like to share and press the $\times$ button. If there are players nearby that can receive the game, sharing will automatically begin. Press the $\bigcirc$ button to end sharing.

Unlike Battle Game, you cannot battle in Attractions Mode.



The Attraction screen. Please see the section below for information about which attractions can be played with Sharing.



The screen shown when sending a game. A game can be shared with four PSP® systems at once.



The screen shown when receiving a game. The game can be erased by pressing the HOME button or by turning off the power on your PSP® system.

Playable Attractions in Sharing Mode

The attractions that can be shared are those which you got a high score in and cleared. You will be able to share more attractions as you progress through Bomberman Land.



Share attractions with your friends and compete for the high score!

Collections



You can always enjoy the cleared attractions and music of Bomberman Land!

Check your Collections!

You can check the things you've collected in Bomberman Land at any time. Access Collections from the top menu and select what you would like to check.



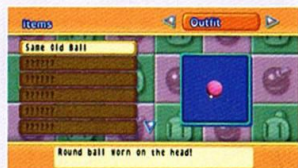
Attractions

You can always play the attractions that you've cleared in Bomberman Land. Change player name by pressing the $\triangle$ button when selecting an attraction.



Items

You can check the items you've collected in Bomberman Land from this menu. Press the directional key or analog stick left or right to switch between groups of items.



Music

In this menu you can listen to the music that you've collected in Bomberman Land. Select music you want to hear and press the $\times$ button to play it.



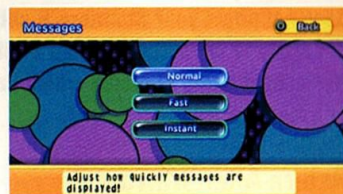
Options



Change each of the game settings from the Options menu. All of the options in Bomberman Land are similar.

Changing Game Settings

You can change game settings by selecting Options from the top menu screen. Select the option you would like to change and press the $\times$ button.



Select the option you would like to change with the directional key.

Messages

Adjust the message display speed for Story mode between three levels.

Sound

Adjust BGM (music) and SE (sound effect) volume.

Load

Load Saved Data.



Warranty

Limited Warranty

Rising Star Games warrants to the original purchaser of this computer software product that the recording media on which the software program is recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such a period defective media will be replaced if the original product is returned to Rising Star Games at the below address, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to and does not affect your Statutory Rights in any way. This warranty does not apply to the software program itself, which is provided "as is". Nor does it apply to media which has been subject to misuse, damage or excessive wear.

Return After Warranty

Rising Star Games will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £15 per cartridge payable to Rising Star Games Limited. If you have any queries on warranty replacements or user-damaged cartridges or manuals, please e-mail us on support@risingstargames.com. Please note that this email address is only for warranty and NOT technical queries. For technical enquiries please email help@risingstargames.com. Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

Rising Star Games

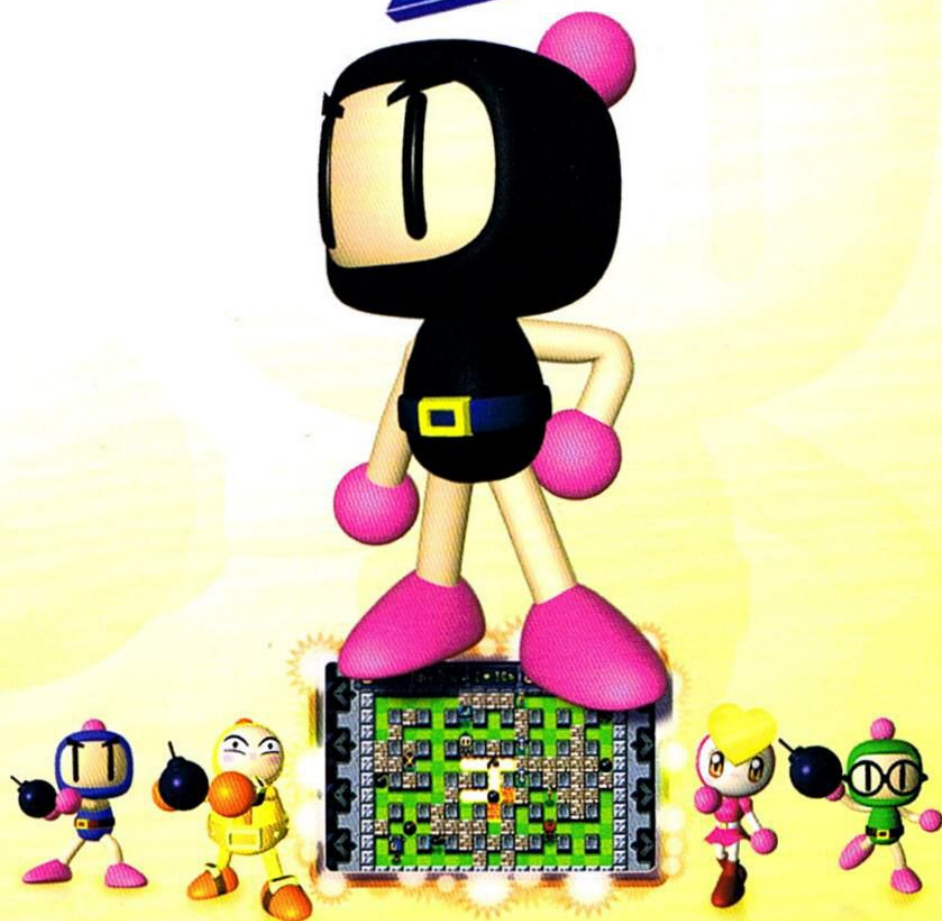
960 Capability Green Luton LU1 3PE UNITED KINGDOM

CUSTOMER SERVICE NUMBERS

Australia	1300 365 911*
*(Calls charged at local rate)	
Belgique/België/Belgien	011 516 406
Tarif appel local / Lokale kosten	
Česká republika	222 864 11
Po - Pa 9:00 - 17:00 Sony Czech. Tarifováno dle platných telefonních sazeb. Pro další informace a případnou další pomoc kontaktujte prosím www.playstation.sony.cz nebo volejte telefonní číslo +420 222 864 111	
Danmark	70 12 7013
support@dk.playstation.com Man-fredag 18-21; Lør-sondag 18-21	
Deutschland	01805 766 977*
*(0,12 Euro/Minute) Montag bis Freitag, 10.00 bis 20.0	
Ελλάδα	801 11 92000*
*Εθνική Χρέωση	
España	902 102 102
Tarifa nacional	
France	0820 31 32 33
Prix d'un appel local - ouvert du lundi au samedi	
Ireland	0818 365065
All calls charged at National Rate	
Italia	199 116 266
Lun/Ven 8:00 - 18:30 e Sab 8:00 - 13:00: 11,88 centesimi di euro + IVA al minuto Festivi: 4,75 centesimi di euro + IVA al minuto. Telefoni cellulari secondo il piano tariffario prescelto	
Malta	23 436300
Local Rate.	
Nederland	0495 574 817
Interlokale kosten. Gesprekken kunnen voor trainingsdoeleinden worden opgenomen	
New Zealand	09 415 2447
National Rate	
Norge	81 55 09 70
0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt support@no.playstation.com Man-fredag 15-21; Lør-sondag 12-15	
Österreich	0820 44 45 40*
*(0,116 Euro/Minute)	
Россия	+7 (095) 238-3632
Portugal	707 23 23 10*
*Serviço de Atendimento ao Consumidor/Serviço Técnico	
Suisse/Schweiz/Svizzera	0848 84 00 85
Tarif appel national / Nationaler Tarif / Tariffa Nazionale	
Suomi	0600 411 911
0.79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai - perjantai 15-21	
Sverige	08 587 822 25
support@se.playstation.com Mån-Fre 15-21, Lör-söndag 12-15	
UK	08705 99 88 77
National rate. Calls may be recorded for training purposes	

Please call these Customer Service Numbers only for PSP® Hardware Support.

BOMBERMAN LAND



HUDSON



Rising Star Games

Rising Star Games Ltd.
960 Capability Green
Luton LU1 3PE
UNITED KINGDOM

www.risingstargames.com

© 2007, 2008 HUDSON SOFT
Published by Rising Star Games Ltd.
Developed by Hudson Soft Co., Ltd.
The trademark of "Bomberman" is registered by HUDSON SOFT CO., LTD.

ULES-00959

"PS", "PlayStation", "PSP", "UMD" and "△ ○ × □" are trademarks or registered trademarks of Sony Computer Entertainment Inc.
All Rights Reserved.

5060102950585